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## 21. Food Instrument Types

### 21.1 Food Instrument Types Display

A Food Instrument type is a category for which a food item or group of food items have been assigned. These Food Instrument Types are then displayed in list form, on a check or better known as the Food Instrument. The Food Instrument Type will list the food items for which the participant can purchase from a vendor when presenting the Food Instrument. Each Food Instrument redeemed by the Vendor will be reimbursed for no more than the maximum price approved by the state for that Food Instrument. The Bank will reimburse the Vendor for the Food Items listed on the Food Instrument based on the sum of the food items purchased by the participant.

The Food Instrument Types dialog is invoked from selecting the menu item from the Vendor List window: File ->.Food Instrument Types

Note: Food Instrument Types are added automatically through the Clinic application when a food instrument is printed and the combination and quantity of food items do not exist. Therefore, adding of Food Instrument Types is disabled.

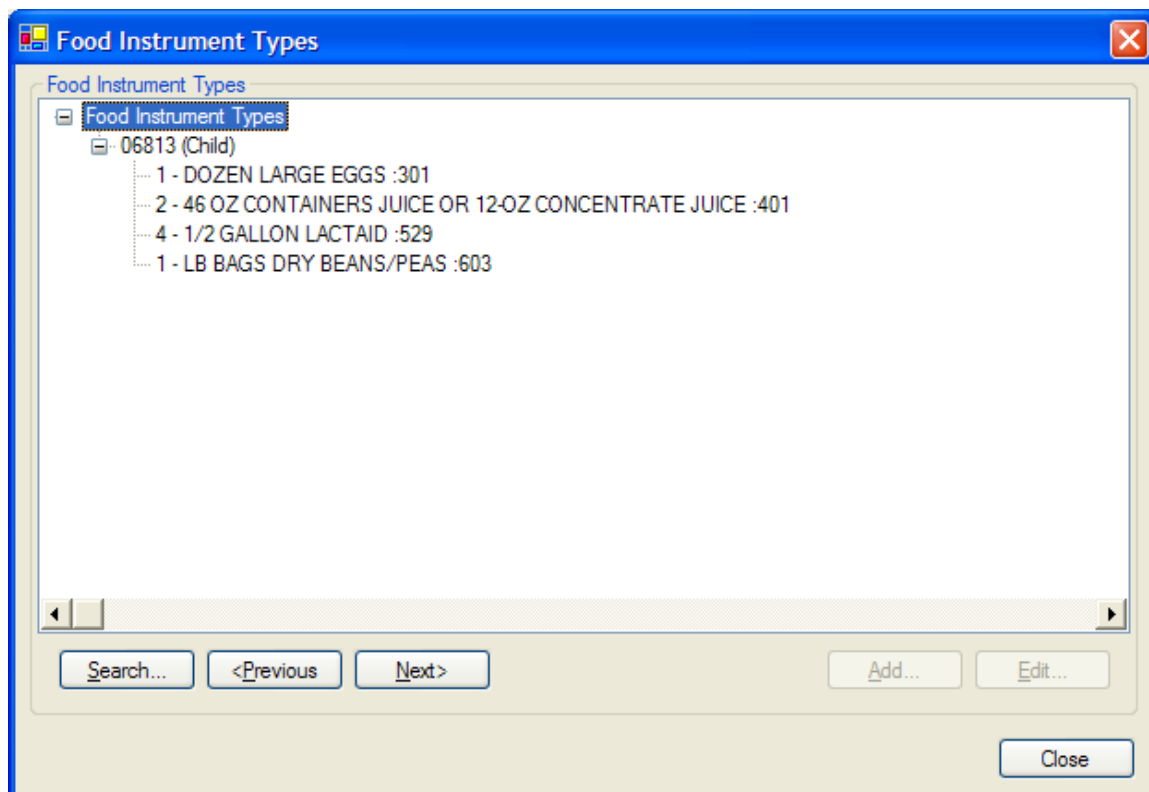


Figure 1 – Food Instrument Types Dialog

### 21.1.1 Controls

This section describes the behavior of the controls on the Food Instrument Types dialog.

#### 21.1.1.1 Food Instrument Type Tree View

This control allows the user to view all the Food Instruments Types in the State. The tree view will be enabled when the Food Instrument Types dialog is active. The tree view will display the first 50 existing Food Instrument Types for the Food Instruments sorted first by numeric then by alpha. It consists of a hierarchical structure to include; Food Instrument Type node and Food Items node. The data values on the tree view will be read-only.

Food Instrument Types

|

|\_\_ Food Instrument Type node (WIC Categories)

|

|\_\_ Food Item(s) node

The tree will consist of 1 label and 2 nodes. The Food Instrument Type label will display at the top of the tree and is always visible. Each node will consist of an appropriate icon. The Food Instrument Type node will consist of the Food Instrument Type description and the associated WIC Categories. The Food Item node will consist of the Food Item ID, Item Description and Quantity associated with the Food Instrument. To expand a node, click the (+). To collapse a node, click the (-). The tree view defaults to collapse mode with the Food Instrument Type icon and label displayed.

#### 21.1.1.2 Search Button

This control allows the user to instruct the system to display the Search for Food Instrument Types dialog. The Search button will be enabled when the Food Instrument Types dialog is active. It has a mnemonic of "S".

#### 21.1.1.3 Previous Button

This control allows the user to instruct the system to get the previous 50 food instrument types from the one at the beginning of the list. The Previous button will be enabled when the Food Instrument Types dialog is active and the list is not at the beginning. It has a mnemonic of "P". The button will be disabled when the list is at the first record or no records are displayed in the tree.

#### ***21.1.1.4 Next Button***

This control allows the user to instruct the system to get the next 50 food instrument types from the one at the end of the list. The Next button will be enabled when the Food Instrument Types dialog is active and the list is not at the end. It has a mnemonic of "N". The button will be disabled when the list is at the last record or no records are displayed in the tree.

#### ***21.1.1.5 Add Button***

The Add button will be disabled when the Food Instrument Types dialog is active. It has a mnemonic of "A".

#### ***21.1.1.6 Edit Button***

The Edit button will be enabled when the Food Instrument Types dialog is active and a Food Instrument Type is selected. It has a mnemonic of "E".

#### ***21.1.1.7 Close Button***

This control allows the user to exit the Food Instrument Types dialog. The Close button will be enabled when the Food Instrument Types dialog is active. Characteristics of the Close button are defined in the *Consistencies*.

### **21.1.2 Processing**

This section describes the processes (navigation) that take place as a result of the actions taken on the Food Instrument Types dialog.

#### ***21.1.2.1 Search***

Upon selection of the Search button, the system will display the Search for Food Instrument Types dialog described in this Section.

#### ***21.1.2.2 Previous***

Upon selection of the Previous button, the system will display the previous 50 food instrument types from the one at the beginning of the list.

#### ***21.1.2.3 Next***

Upon selection of the Next button, the system will display the next 50 food instrument types from the one at the end of the list.

#### ***21.1.2.4 Edit***

Upon selection of the Edit button, the system will display the Food Instrument Type Edit dialog described in this Section.

#### ***21.1.2.5 Close***

Upon selection of the Close button, the system will dismiss the Food Instrument Types dialog and will return the user to the Vendor List window.

## 21.2 Search for Food Instrument Type Display

There are many food instrument types that the system has stored. In order for a user to easily access the food instrument type, a search screen was created for the task. It allows the user to put in the food instrument type code they are looking for and display it in the tree. The Search for Food Instrument Types is displayed upon selection of the following:

- Selection of Food Instrument Type list item on the File menu on the Vendor List window – displayed as default.
- Clicking on the Search button on the Food Instrument Types dialog.



Figure 2 - Search for Food Instrument Types Dialog

### 21.2.1 Controls

This section describes the behavior of the controls on the Search for Food Instrument Types dialog.

#### 21.2.1.1 Food Instrument Type Text Box

This control allows the user to input the Food Instruments Type to search on. The text box will be enabled when the Search for Food Instrument Types dialog is active. This control will accept entry of alphanumeric characters, with a minimum size of one (1) and a maximum size of five (5) characters. Searching for partial Food Instrument Type is allowed. Special characters are not permitted in this entry field. The control will initially be blank.

#### 21.2.1.2 OK Button

The OK button will be enabled when the dialog is active. (See the Processing section below) Characteristics for the OK button are defined in *Consistencies*.

#### 21.2.1.3 Cancel Button

The Cancel button will be enabled when the dialog is active. Characteristics for the Cancel button are defined in *Consistencies*.

### 21.2.2 Processing

This section describes the processes (navigation) that take place as a result of the actions taken on the Search for Food Instrument Types dialog.

### **21.2.2.1 Edits**

Upon selection of the OK button:

- If no entry is made in the Food Instrument Type text box, the system will invoke a standard error message with the text; “An entry is required for the <control name>.”
- If the search returns no records, the system will invoke a standard error message, “No food instrument types were found to match the search criteria.” Upon dismissal of the error message, the system will present the Search for Food Instrument Types dialog.

### **21.2.2.2 Search**

Upon successful completion of the above listed edits:

- The system will search for the Food Instrument Type information.
- The system will return the user to the Food Instrument Types dialog.
- The Food Instrument Type tree will display the search results and any consecutive records up to 50, if applicable. If a partial Food Instrument Type code is entered, up to the first 50 will be displayed that begin with the characters entered.

### **21.2.2.3 Cancel**

Upon selection of the Cancel button, the system will dismiss the Search for Food Instrument Types dialog and will return the user to the Food Instrument Types dialog.

## 21.3 Food Instrument Type Edit Dialog

The Food Instrument Type Edit dialog allows the user to indicate if the selected Food Instrument Type will be included in Vendor Low Variance reporting. The Food Instrument Type Edit dialog may be invoked in response to the following actions:

- Click on the Edit button on the Food Instrument Types dialog.
- Press Alt+E from the Food Instrument Types dialog

Quantity	Item Description
1	DOZEN LARGE EGGS
2	46-OZ CONTAINERS JUICE OR 12-OZ CONCENTRATE JUICE
4	1/2 GALLON LACTAID
1	LB BAGS DRY BEANS/PEAS

Figure 3– Food Instrument Type Edit Dialog

### 21.3.1 Controls

This section describes the behavior of the controls on the Food Instrument Type Edit dialog.

#### 21.3.1.1 Food Instrument Type Text box

The text box will be disabled when the Food Instrument Type Edit dialog is active.

#### 21.3.1.2 WIC Categories List box

The list box will be disabled when the Food Instrument Type Edit dialog is active. It will display the WIC Categories from the WICStatus entity. The previously saved values from the FoodInstrumentTypeWICStatus table will be selected. The values are read-only.



### 21.3.1.3 Low Variance Checkbox

The check box allows the State to determine which food instrument types to include in the Vendor Low Variance and High Risk Reports. The food instruments selected for Low Variance should be only those that have at least 5 items having brand options that will create a normal variation in redemption pricing. A low variation on price for infant formula is to be expected since all participants will purchase the same brand and quantity of formula. For this reason, the State should refrain from choosing food instrument types containing only formula when selecting information for this report. The checkbox will be enabled when the Food Instrument Type Edit dialog is active.

### 21.3.1.4 Food Instrument Type Item Grid

This grid will display the Food Items that are in the Food Instrument Type. The Food Instrument Type Item Grid will be disabled when the Food Instrument Type Edit dialog is active. It will have two columns, Quantity and Item Description. The items in the grid will be read-only. The grid will display 2 columns:

- Quantity
- Item Description

### 21.3.1.5 OK Button

The OK button will be enabled when the Food Instrument Type Edit dialog is active. (See the Processing section below.) Characteristics for the OK button are defined in *Consistencies*.

### 21.3.1.6 Cancel Button

The Cancel button will be enabled when the Food Instrument Type Edit dialog is active. Characteristics for the Cancel button are defined in *Consistencies*.

## 21.3.2 Processing

This section describes the processes (navigation) that take place as a result of the actions taken on the Food Instrument Type Edit dialog.

### 21.3.2.1 Edits

There are no edits defined for this dialog

### 21.3.2.2 Saving the Data

Upon selection of the OK button, the system will update the FoodInstrumentTypeItems.LowVariance flag and return the user to the Food Instrument Types dialog.

#### ***21.3.2.3 Cancel***

Upon selection of the Cancel button, the system will dismiss the Food Instrument Type Edit dialog and will return the user to the Food Instrument Types dialog.